Troy Cromer

Mike Cromer

These Valentines were created by members Mike Cromer and his eight year old son, Troy, on their new A1200 as gifts for each other. As modern as it is to draw on your computer and leave it as a surprise, love between family and friends is as timeless and important as ever!

OVAUG

OHIO VALLEY AMIGA USERS' GROUP

design by Paul Wehner

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NEXT MEETING: FEB. 22, 1994
ROOM 502 RIEVESCHL HALL, UC
BEGINNERS SIG AT 6:30
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The Presidents Palaver

Ed Hoffmann

The time is here for officer elections again. I will not accept a nomination for the office of president this year. Not because I don't intend to continue contributing to the club, but because I think it is time (after two years) for someone else to lead the club. I think a change will bring the club new ideas and possibilities. As someone running for president once said, we must have the courage to change. At the next OVAUG meeting we will accept nominations for all club officers: president, vice president, secretary, treasurer, newsletter editor, librarian, and technical advisor. Be prepared to nominate someone you think worthy, or be prepared to be nominated. I intend to continue the Beginners SIG (and maybe trying a Saturday session, if I see sufficient interest), writing newsletter articles, and whatever else I can contribute.

Speaking of contributing to the club, we are always in need of newsletter articles, whether reviews, tutorials, or whatever might interest the club. Remember, each article is rewarded with a free Fred Fish or club disk. So, please consider writing an article today.

The club BBS has become much more active the last couple of months, probably because so many people got one of those cheap high speed modems for Christmas. There are about 80 people registered on the BBS (mostly club members), which is about double the amount of six months ago. The BBS now has the latest Fred Fish CDROM (Fresh Fish) on-line and available for downloading (normal library disk copying charges apply). In addition, I have been uploading a lot of the latest software from Ami net on the BBS. Of course, that means the hard drive is almost full, so that we may have to invest in another hard drive. George Gibeau says we can get a 345 MB drive for $300 or less.

The CD32 will soon be available. Although announced to the public (espec ially the mass merchandisers) at the Consumer Electronics show in Las Vegas last month, the machines won't be widely available until March or so. In reference to this, I found the following message on FIDONet:

From: Brian Kokernak — Date: 02 Feb 94 00:56 To:All
Msg#:2117 — Subj.: Electronic Boutique and CD32
Area: FIDO Amiga Echo

Hey, the above mentioned chain (which includes WaldenSoftware) is debating whether or not to carry the Amiga CD32. Wanna tell them your opinion? (Please let it be a positive one!) Well, you can call this number : 1 800-800-5166 and cast your vote. I'm not sure which department this connects you to, probably customer service, but it will help get the Amiga back into the malls and specialty stores! Remember, that's 1-800-800-5166. Also, talk to your local EB or WaldenSoftware (a division of EB).

Well, with that call to action, I hope to see you at the next OVAUG meeting!

JAN_94_1

ar202.lha	Amiga Report Online Magazine
ar203.lha	Amiga Report V2.03 jan 21, 1994
avery_pgstrm.lzh	PageStream Forms for Avery Labels
bootscreen100.lha	Cute boot screen ala windows
brwsr239.lha	Great Dir Util - BrowserII v2.39
c=windowsiff.lha	Very funny IFF's to use with BOOTSCR
cal.lha	Calendar program - Shell/CLI only
catalog9.lha	Last version of file/disk cataloger
catmake.lha	Arexx thumbnail maker for adpro2.0
checkdate.lha	Checks if hardware clock reset
commodore_history.lzh	History of the Commodore computer
diskclock.lha	Set the date on Amigas with no clock
abpch20h.lzh	Update patch for AmiBack to v2.0H
adashdemo.lha	Modular Screen Blanker & More WB2+
alarmclock2.lha	Revised Antique alarm clock(Imagine)
ar201.lha	Amiga Report v2.01 january 7,1994

JAN_94_2

fitter_v1.0.lha	Automate download storage req WB2+
free.lha	CLI util to display free drive space
gzip123.lha	GNU Zip
HAMonDCTV100.lha	Loads/saves HAM8 in dctv format
ifx_pcd.lha	Efficient PhotoCD loader for ImageFX
imagedex.lha	Makes thumbnails using ADPro
IntuiCalcMUI11.lha	Intuition Calculator using MUI
kalender.lha	Calendar Program
labelprint201.lha	Finally a GOOD addr/phonebk! v2.01
opusbuttons1.lha	Button clips for Directory Opus 4.0
canon_studio.lha	Canon driver and where to get others
dimples.lha	Possibly the est piano around
DOpusLhARexx.lha	Rexx scripts Opus and lha archives
dostrace210.lha	DOSTrace v2.10 - watches AmigaDOS
dtc.lzh	An interesting desk top calendar
EnvTool.lha	Enviornment tool
fdiff.lha	Fast compare program WB2+
fdiffbutton.lha	An Opus Button for use with the FDif
filex.lha	Binary file editor
findfile114.lha	For OS2.0+; Window based file finder

JAN_94_3

protris.lha	Best WB Tetris! *Stereo* WB2+
qmouse290.lha	Great all-n-one commodity - SMALL!
reorg311pa.lha	Patch for Reorganizer
rgs2.lha	Real-time Graphic Synthesis
splitter.lha	Splits/joins oversized files
stick103.lha	Version 1.03 of Stick It.
swazinfo10.lha	New & Better Workbench info for 3.0
KingCon.LHA	KingCON...Replace CON: and RAW:...
magicicons2.lha	MagicWB Icons...
MakeMain.lha	Makes an index.guide of all your guide files
megaballboards.lha	Free, new boards for Megaball!
moned2c.lha	Graphically edit AGA Screenmodes
mostv1.5.lha	Text viewer
mumo40.lha	Much More-txt reader, XPK support
newshelf2.lha	Updated Bookshelf replacement
parm45.lha	Run those pgms with convenience-ParM
pcd100.lha	PhotoCD loader for ImageFX
printstudio.lzh	Printing program
proker.lha	Neat little Poker Game
promot19.lha	V1.09 of this AGA Screen Promoter

JAN_94_4

virtprinters2.lha	Print to screen/IFF! max 300x300dpi
yak156.lha	Yet Another multi-purpose Kommodity
_fadev1.lha	Fade macro for ADPro
impro-demo.lzh	Demo of an organizer from Devware
scheduler101a.lha	Nice scheduling program

CLUB DISKS FOR JANUARY

The club disks are compiled by OVAUG Librarian Scott Bennett.

They are available for copying at Expert, at the monthly meeting, or downloading from the BBS.

$1.50 plus disk. (Cheap)

Continued on Page 6

Minutes of the January 21st, 1994 O.V.A.U.G. Meeting

The meeting was called to order at 8:20 pm by president Ed Hoffmann. The attendance was about 35 people.

New Members
The following new members have joined OVAUG in December and January: Phillip Bruggeman, Troy Cromer, Mike Cromer, Terry Lee Howard, and Bill Sickinger.
Welcome to OVAUG.

OFFICER REPORTS
-VICE PRESIDENT (Drew Vogel) Drew welcomed all of the new members to OVAUG and urged all current members with memberships expiring to update as soon as possible. Drew also wanted to let us know that the new Cafe BBS number is 513-232-4895.
-SECRETARY (Troy Cooksey) As of this meeting we have 135 paid members. Membership dues are $15 for a single membership and $20 for a family membership. (If you need to pay dues or wish to join, see me at the meetings or call 661-0908 for more information). If you have something for sale or trade, then please give me a written description of the item along with your name and phone number, or you can send it to the club's post office box. Your ad will appear in three issues of the newsletter or, more or less issues, if you let me know that you need more time or that the item has sold.
-LIBRARIAN (Scott Bennett) The Fred Fish library is currently up to FF930, the CD ROM is up to FF900, the BBS has up to FF750 compressed, and there are eight club disks this month. (Note: a variety of books and video tapes are now available for borrowing by club members in good standing. Scott has sign up sheets for those interested).
-TREASURER (George Gibeau) The treasury balance is approximately $90.
-TECHNICAL ADVISOR (Brick Eksten) Brick reported that anyone interested in InterNet access should contact him for more details.
-NEWSLETTER (Jeff Johnson) Jeff thanked all of the contributors to last month's issue of the newsletter. He also reported that he had sent a letter, casually bragging about the Amiga,to USA Today in response to an article about how to buy your computer. Jeff requests that if you have anything; articles, tips, artwork, renderings, etc, then please send them in. Note it does not have to be a full blown article. Anyone published in the newsletter will receive one free Fred Fish copy. Submissions can be made to the club P.O. box, to the club BBS, or to Jeff at the meetings. Also if you would like to see an article on a particular topic then let Jeff know and he will try to find someone to write on it.
-BBS ADVISOR (George Gibeau) George reported that Net Mail on the BBS is now fixed. He also reported that we are anxiously awaiting the Fred Fish on line CD. The club's BBS phone number is 241-8817.

SIG REPORTS
-BEGINNER'S SIG (Ed Hoffmann) Ed would like suggestions for up coming meeting topics. Meetings are held in Room 502 Rieveschl Hall at 6:30 pm prior to the monthly OVAUG meeting.
-GRAPHICS SIG (Bob Leibold) Truman Toland reported, in Bob's absence, that the CCV-OVAUG video is nearing competition and anyone with artwork or animation should get them to Bob Leibold by the third week in February. Truman said that we will probably have the world premiere at next month's meeting. Contact Bob Leibold

at 651-4171 for more details.
-AREXX SIG (Richard Hertzberg) AREXX discussions are taking place on the BBS. Also note there is an AREXX file section on the BBS where your files will not get erased.
-3D Graphics SIG (Brick Eksten) At the last meeting the group began discussing working on a group project. Everyone is to come up with ideas by the next meeting. The SIG takes place at Expert Services on the first Tuesday of every month. Call Brick at 371-9690 for more details.

OLD BUSINESS

-No old business.

NEW BUSINESS & DISCUSSION

-Nominations for OVAUG club officers will take place next month, so plan to run!
-A recommendation was made that we might want to check into linking up with local area high schools when fiber optics systems are installed. The objective would be to help with multi media applications.
-Finally, we were paid a visit by Timm Martin, the creator of the shareware file management program SID. Timm is a Computer Science graduate from the University of Southern Florida, currently working as a System's Architect at Proctor and Gamble. Timm was one of the early Amiga users, experimenting with Deluxe Paint and other newly released programs on the fledgling system. He dabbled with C programming for one of his Computer Science classes. After learning this programming language he decided to write SID to override file limitations of directories and the rest is Amiga history. Timm is currently working on the SID 2.2 revision and an up coming major release SID 3. We thank Timm very much for sharing his time with us.

DEMONSTRATIONS

-Truman Toland gave us a small preview of the CCV-OVAUG video. Again he reminds you to get stuff for the tape to Bob Leibold two weeks before the February meeting.
-Drew Vogel gave a demonstration of Simon the Sorcerer, a cute little game where you have to rescue the wizard.
-Dan Dennedy demoed Type Smith 2.0, a program used to create, edit, and covert fonts. The program provides a wide variety of features including conversion between outline fonts, controlling width and kerning pairs, and conversion to bitmap fonts.
-Mark Bailey showed us an example of a Morph Plus application. He morphed pictures of his children as they began to grow up. He also showed us a really nice Vista Pro fly by of the Grand Canyon.
-Dan Williams showed us a tape of several Light Wave animations including a variety of his psychedelic animations and some really good logo work.
-Finally, Mark Peters showed a European Amiga point of purchase demo for the latest AGA machines. It featured some wild animation and a cool picture show.

QUESTIONS???...Then contact one of your OVAUG officers!

-President.....Ed Hoffmann.....521-3424
-Vice-president.....Drew Vogel.....232-6439
-Secretary.....Troy Cooksey.....661-0908
-Treasurer.....George Gibeau.....721-1214
-Newsletter Editor.....Jeff Johnson.....651-1199
-Technical Advisor.....Brick Eksten.....371-9690
-Club Librarian.....Scott Bennett.....371-2603
-BBS Officer.....George Gibeau.....721-1214
-BBS Phone Number....(8N1).....241-8817

MODULE

Bob Frederick

The MODULE is an enigma which has been with the Amiga for a long time, but one you are not likely to read about in AmigaWorld. And it seems to be growing in popularity. This article is intended to serve as an introduction. I do not know much myself, but then, since when is knowledge of subject a prerequisite for a review? (Hint: I am thinking of a verbose, prolific, superficial reviewer for the "other" Amiga magazine).

The MODULE, (or MOD for short) is a complete song package, including both note sequencing information and instrument sounds. The MOD file format is somewhat of a standard, although there are over fifty variations. And while four channel 8 bit digital sound may be obsolete by todays standards, MODS seem to transcend this limitation somehow. (Not really, but what's a little distortion now and then? ;^)

Most MODS will not play themselves; you need a MOD player. As such, MODS are not unlike the old "45rpm singes", sans flip side. The problem is not to find a MOD player, but to decide which one to use: MOD players are plentiful and cheap. (Most are free and well worth the price!) A recognized OVAUG MOD expert recommends "EdPlayer"; although I don't know where/how to get it. I am using DeliTracker this week. Hypothesis: there are as many MOD players as there are good MOD files.

MODS are so commonplace now that they tend to be stereotyped (No pun intended). Perhaps you have heard some of the adjectives commonly used to describe MODS: boring, repetitive, trite, obnoxious, noisy, etc. Well, I'm afraid this is true of the vast majority. Many MODS are just "the reflective sphere on checkerboard floor" of the music world. Of course, none of this is true of the *good* MODS.

What makes a MOD good? There is so much diversity among them that it is difficult to generalize. However, whether the style is heavy or light, serious or joking, I feel that any good MOD should have at least two fundamental attributes. First, it should be of high technical quality; meaning musically correct with crisp instruments. Second, it should be artful; that is, something about it should be unique, inspiring, or at least pleasing to the ear. It is this second attribute that most MODS seem to come up short.

Searching for good MODS is like panning for gold. There are thousands and thousands of them out there, but only a handful of good ones. But finding a good MOD or two makes the search worth while. I've found through trial and error that the best MODS tend to be between 80,000 and 250,000 bytes. (HINT: skip

the small and the big) Unfortunately, with a 2400 baud modem, a file this size will take between 5 to 15 minutes to download. This may seem excessive, but its not too bad if you know you are getting a "good" MOD.

So, who decides whether a MOD is good? Actually, a rating system has evolved: The Top Ten MOD charts. Every month, 13 choice MODS are evaluated by the worldwide Amiga community, to rank the top ten. The subsequent month, three new MODS plus the previous top ten are ranked again. (The three new MODS are chosen from voter's nominations.) This is a good system, although it seems to be biased towards a certain sound which I will call techno-pop for lack of a better description. There are many other good MODS which will never make the charts because they do not fit into this category; for example, slow dreamy pieces like "Crystal Rain". (Hint: download this one).

I am currently collecting the top 13 MODS of January, so that OVAUG members can vote. If you are interested in getting this package, leave me a message on the OVAUG BBS. (Suggestions for distribution are welcome; size = 2 meg.)

This concludes my introduction to MODS. Why not check out the top ten and decide for yourself. (Note: most MOD players multitask nicely with Amiga graphics software; as background "music" while creating your masterpiece).

Continued from Page 2

SysInfo323.LHA	SysInfo 3.23...
twpatch1.lzh	Patch for TapeWorm FS to v1.3
udtrecover.lha	Upper Disk Tools undelete program
underwater.lha	50 boards for reg MegaBall 3.0
upd1_30.lha	Version 1.30 of soundplaying utility
uuxt22.lha	Intuition UUDecode/Encode program
JAN_94_5	
SS-Starwars.lha	A different type of 3d pic
SS-Trumpet.lha	A different type of 3d pic
stereoscopic.lha	3D Images without glasses! Make own!
sirds.lha	Make your own 3D stereograms!
ss-airplane.lha	3D Images Without Glasses! Make Own!
ss-coins.lha	3D pic without the glasses
ss-eagle.lha	3D Image without glasses! Make own!
ss-face.lha	3D pic without the glasses
ss-horse.lha	3D pic without the glasses
ss-sailboat.lha	3D Images Without Glasses! Make Own!
JAN_94_6	
rxintui+.lha	Rx_intui.library and all support lib
sc651pch.lha	Patch for SAS/C
JAN_94_7	
bdgtti-104.guide.lha	Big Dummiew Guide To The Internet
magicwb12p.lha	The ultimate WB enhancer!
JAN_94_8	
wizlib2.lha	Game programmers library
FreeForm3D_1a.lha	Demo of 3D modeler

Radioactive Ridiculousness!
FEEL the basic power of the universe unleashed!

Inter-Racial Insanity!
WATCH helplessly as cream and coffee mix!

NICK DIXON PRIVATE EYE • A COMEDY SHORT BY DON MYERS

Starring Don Myers • Sirrocco • Eddie Secrist • Mike Leamon

With Charlie Goetz • Mark Halpern • Ron Leonard

Written, Directed & Edited by Don Myers • Production Design and Special Effects by Don Myers • Music Written and Performed by Mike Leamon •
Read the Nick Dixon Novelization! • Play the Nick Dixon Video Game! •
Eat the Nick Dixon Happy Meal™!

The Producers Gratefully Acknowledge the Assistance of the U.S. Army Wonder Bomb Research Lab in the Production of This Motion Picture - Support our Boys In Uniform: Buy War Bonds!

COMING SOON! COMING SOON! COMING SOON!

NICK DIXON
PRIVATE EYE

Bumbling Bad Guys!
SEE a glamourous gal held captive by a gang of godless goosesteppers!

Spectacular Special FX!
CRINGE at digitally enhanced violence!

LESSONS LEARNED

Making the Centerfold

Jeff Johnson

The editor learned many lessons while making the centerfold this month. They involved font debugging, ProDraw calisthenics, and obscure ProPage No-No's.

First, fonts.

The font spelling "PRIVATE EYE", "COMING SOON!", etc. is Penultimate. I had originally used Dolmen, but Don didn't like it. Here is a sample of Dolmen.

NICK DIXON PRIVATE EYE in DOLMEN FONT

It is from the monster set of Adobe Type 1 fonts that Dan Dennedy and Dan Dyke supplied to the club.

The main title font spelling "NICK DIXON" is also Penultimate. Don felt it was more "Deco" than Sinaloa which I had originally chosen. Here is Sinaloa, and it's successful use revives a mystery I encountered, and the solution tothat mystery.

NICK DIXON in SINALOA FONT

When I converted the font to Compugraphic from the master disk set, it was originally, of course, in Adobe Type 1 format. Somehow the Font ID got confused with others, and even though ProPage displayed the font as Sinaloa on the screen, PostScript printing spit out another font entirely! You know the feeling when something is completely wrong, and you don't have a clue as to why.

I recalled the centerfold article on fonts by Jack Farrah in the September issue. Jack encountered mysterious font confugelties when Font ID numbers were identical. In his case, the number was the sometimes used default value of 0 (zero). In my case, another font in my CGFonts: drawer had the same ID number, and that font showed up instead!!

What to do?? I loaded Sinaloa into TypeSmith (V2.0) from the original source, the jumbo font collection mentioned previously. The File name was "CAPRI.PFB" for the Printer Font Binary file containing the actual outlines. I also loaded the "CAPRI.AFM" Adobe Font Metrics file. Sure enough, the Font ID number displayed under attributes was the same as the file printed out. I changed the ID number to another (my phone number, how creative) and saved the font as "SINALOA.PFB" And "SINALOA.AFM".

The observant will notice that the file names ended up different in addition to the Font ID number. To excerpt page 2.8 of the TypeSmith manual, "The name of a font is independent of the name of it's files."There are separate file name, font name, family name, full name, and Font ID attributes."

According to TypeSmith, "Most programs recognize fonts based on their Font ID numbers, not on their names. Unique font identification numbers are required too avoid font substitution when font ID's conflict." (These sentences are themselves ambiguous, by font ID they must mean Font Name.)

"The 'FontName' is the complete name of the font without spaces, including the weight. This is the normal name by which the font is identified.
IE: 'AGaramond-Semibold'

"The 'FamilyName' is the name of the font family and 'Weight' is the name of the attribute.
IE: Family: 'AdobeGaramond' Weight: 'Semibold'

"The 'Full Name' is the complete name with spaces.
IE: 'Adobe Garamond Semibold'

The file name should be the same or similar to the FontName, but it needn't be.

The Font ID should be unique to the specific font, but may be 0 (zero).

With all of this ambiguity, keep Font ID's, FontNames, file names, etc. straight. Pat Buchannan will love you for it.

©©©©©©©©

When you have good, clean Adobe Type 1 font files, convert them to Compugraphic (and to ProPage's special PostScript downloadable files) in Gold Disk's FontManager program. Do not use Typesmith for this. The Compugraphic files produced by TypeSmith won't convert to PostScript versions in Gold Disk's CreateFont.

TO REVIEW:
1) Use Typesmith to clean up the Adobe version, check or set the Font ID, FontName, etc.

2) Save out of Typesmith in Adobe format.

3) Convert to Compugraphic and Gold Disk PostScript downloadable in Gold Disk FontManager.

©©©©©©©©

It must be mentioned that font manipulations such as bold or italics in ProPage or elsewhere will display on screen but won't print without specific corresponding PostScript files for the attribute styles chosen. Such files must be purchased or made specifically, it won't be done in ProPage.

If you make an italic, bold version on screen, for example, you must have a PostScript version ready for the printer. If you do not, PostScript will substitute 'Courier' and it will look like hell, and you will wonder what happened. This is why.

©©©©©©©©

On the subject of ProPage no-no's, avoid attempting to edit a rotated text box overlaying another box. It will cause a total system freeze requiring soft reboot, at least on my system using ProPage4.1 on a Picasso screen under OS3.0. Simply straighten out the rotation first, edit, and rerotate. It is easier to see what you are doing anyway. ProPage4.1 is rock solid otherwise.

Additionally, PostScript output from ProPage doesn't like a rotated box with a bitmap graphic AND with a border activated. Post Script will spit up. If you want a border, make another box to overlay for this function.

©©©©©©©©

The Swastika was created in ProDraw and imported as a clip. It was an unpleasant process to make such a thing appear on my monitor. Keep in mind to save it as a 'clip' rather than a 'folio'.

CDROMs and the Amiga

Ed Hoffmann

Certainly the biggest market shift in the microcomputer market in 1993 was the mass acceptance of CDROMs as a storage device. Everywhere you looked there were CDROM drives (single speed, doublespeed, even triple speed), software on CDROM (from CorelDraw to encyclopedias to "adult" pictures), in addition to the merchandising of a pair of speakers and a CDROM drive as a multimedia kit. Where does the Amiga fall withrespect to this CDROM mania?

A CDROM (or Compact Disc Read Only Memory) is a digital recording medium that is inexpensive to produce, difficult to copy cheaply (at least in digital form), with a long media life. While physically indistinguishable, they come in many formats, just like a 3 1/2" floppy disk can be formatted in Amiga, MS-DOS, Mac, or any other format. Most people are familiar with audio CDROMS (or CDs). Variations on the audioCDs are CD+G (audio CDs with graphics interleaved with the audio), and CD+MIDI (audio CDs with MIDI data interleaved).

For computer applications, the CDROMs appear to be normal audio CDs, although they are formatted differently. While there is an international standard for recording digital data to CDROMs (called ISO9660 for International Standards Organization standard number 9660), earlier competing formats are still sometimes used (such as High-Sierra or the HFS standard for the Macintosh). Most CDROMs for the MS-DOS market conform to the ISO9660 standard. In addition, most CDROM drives sold today are SCSI devices, although special (non-standard) SCSIadapters are sometimes required.

There are two figures commonly quoted when discussing CDROM drive performance: transfer rate and access time. Transfer rate is the rate at which data is read from the drive, once the correct section of the disc is found (in thousands of bytes per second), while access time is the average time it takes the read head on the drive to find the desired spot on the disc once instructed (in thousandths of a second, ormilliseconds). Single speed CDROM drives transfer data at a rate of 150 kbytes/second, while double and triple speed drives work at up to 300 and 450 kbytes/second, respectively. The access times vary from about 650milliseconds (an old and cheap model) to 200 milliseconds (new and expensive model).

Two other buzzwords used in conjunction with CDROM drives are XA-compliant and PhotoCD capable. XA-compliant or XA-compatible indicates that the drive conforms to a standard that provides a type of multi-tasking by the drive which permits audio and digital data to be delivered at the same time. PhotoCD is a name for a standard developed by Kodak for delivering full color images via CDROM. Multi-session PhotoCD capability will permit reading a CDROM with PhotoCD images written to it on different occasions.

The first CDROM device specifically for the Amiga was the CDTV, circa 1992. This was Commodore's attempt at creating an entertainment and information device that blurred the lines between computers and stereo equipment in consumer electronics. It is an Amiga 500 with a built-in CDROM drive in an attractive box that looks suspiciously like an audio CD player. However, since it tried to be everything to everyone, no one could figure out what it was, so sales were disappointing. They are out of production, although occasionally you may see some for sale.

The latest CDROM product from Commodore is the CD32. Learning their lessons from the CDTV, they aimed squarely at the home entertainment (read: games)

market. This is an Amiga 1200 without a keyboard or diskdrive, but with an integral CDROM drive, with limited expansion capabilities (although there is a Full Motion Video module that will play VideoCD and CD-i format pre-recorded video). For A1200 and A4000 owners, there will be aCD32 expansion device, giving access to CD32, CDTV, ISO9660, High Sierra, and audio CD CDROMs.

But what if you want to put together your own CDROM solution? And what of those thousands of MS-DOS CDROMs out there? Well, there is good news and bad news. Most newer CDROMs can be attached to a standard Amiga SCSI controller with no problem. Examples of these would be the NEC MultiSpin, the Sony CDU-561, the Toshiba 3401B, or the Texel DM-3028. Then,all you need is CDROM file system software, and you are all set. What is file system software you say? The file system software provides an interface between the Amiga operating system and the CDROM drive hardware, enablingthe CDROM to appear as just another device on your Work-Bench (although you can only read from it, of course). There are three popular solutions commercially available, as well as a public domain file system. AsimCDFS, CDx, and CDROM-FS are commercial products available from Asimware, Xetec, and Canadian Prototype Replicas, respectively. They range in price from $40 to $79, and typically provide for CDTV compatibility as well as the ability to read High-Sierra, HFS, and standard ISO9660 formats. In addition, audio CD and PhotoCD discs can be used. AmiCDROM is a public domain CDROM file system that supports the ISO9660, HFS, and Rock Ridge Interchange Protocols as well asaudio CDs. Since I have no experience with it, I can't vouch for its usefulness. It is available on the OVAUG BBS as file AMICDROM.LHA in file section 7 (WorkBench 2.0/3.0 Utilities). It is best to check the documentationthat comes with these products to ensure that you purchase a CDROM drive that is supported by the file system software.

There are several Amiga-specific CDROMs now available. Texture City, The Ultimate Mod Collection, WalnutCreek CDROM, and Team 17 Demos are just a few of the most popular titles currently available, in addition to the CDTV and CD32 releases. Even some of the MS-DOS CDROMs will work on an Amiga. In general, those MS-DOS titles thatare simply compilations of images, sounds, text, etc., are usable on the Amiga, although file conversion software may be necessary if the files are in non-Amiga format. For example, the GIFs Galore CDROM contains thousands of images in GIF format. While MultiView (part of AmigaDOS 3.x) supports the GIF image file format, it is a non-Amiga file format, and requires conversion to IFF via The Art Department or other file conversion software for use with most pre-3.x machines. However, CDROMs written specifically to execute on MS-DOS machines will not run on an Amiga. For example, the Amiga may be able to read the CDROM for a game written for an MS-DOS machine (since theISO9660 file format is compatible), but the game will not run. It is the same thing as loading any other non-Amiga program from any other storage device and expecting it to run - it won't.

One drawback of adding your own CDROMdrive is that CD32 games may not run, if the CD32 game takes advantage of specific CD32 features. In addition, the FMV module could not be added, and there is little or no price advantage over a CD32. But wait - what if youbuy a CD32 and already have an Amiga? Technically, you could expand the CD32 into a "real" computer and network the CD32 to an Amiga. However, it's probably best to add the Commodore CD32 adapter for an A1200 or A4000 (if andwhen they are released).

If the prospect of adding a 650 MB storage device to your Amiga is appealing, then a CDROM makes great sense. Just remember, all that quantity does not guarantee good quality. You can't compensate for mediocrity with volume (although I have heard it said that if you can't play electric guitar well, play it loud!).

OVAUG INTERVIEW OF THE MONTH

THERESA EARL

› Born: Phoenix, Arizona
› Family: Father in Air Force
› Early Life: Air Force "brat", 11 homes in first 9 years, Spain, Germany, Philippines, etc., finally settled in Illinois.
› High School: Fledgling interest in computer programming (BASIC) duringFreshman year. She learned to enjoy puzzle solving in the personal little universe our computers afford us.
› College: University of Illinois, Computer Science Dept., School of Engineering
› Theresa financed her college education through work for the DefenseDepartment, Corps of Engineers, "LUST" (Leaking Underground StorageTanks), at the Pentagon.
› Degree: Computer Science, 1988
› Career: Of 39 job interviews, Theresa received 39 requests for a second interview. Of the seven second interviews accepted, she received seven job offers from such companies as Arthur Anderson, IBM, NCR, Coopers+Lybrand, Ford, and Procter and Gamble.

Theresa accepted the position at P+G as she felt that it offered the greatest variety of experience with computer systems in addition to programming.

At Procter, she first worked on sales systems preparing Toshiba laptops for sales personnel in the field. Subsequently she joined the computer systems team at the Ivorydale Tech Center. The assistant manager responsible for systems at the site, Theresa oversees six contractors.

Due for a new assignment, Theresa hopes for a development role, perhaps the migration of computer technology to servers and clients from mainframes.

› Social: Loves her co-workers at Procter. There are so many sharp, bright PhD's, chemists, and other stimulating colleagues, ...

.....ESPECIALLY her boyfriend whom she met at work, Timm Martin!

(After all, this IS the Valentine's edition!)

OVAUG INTERVIEW OF THE MONTH

TIMM MARTIN

> BORN: Milwaukee, Wisconsin
> EARLY CAREER: Beginning at twelve, worked with father (an inventor) in his father's business. The company, among other things, printed egg cartons using a clever procedure invented by his father. At 18, moved with family and company to St. Petersburg, Florida.
> COLLEGE: Entered University of Southern Florida (Tampa) in Engineering Department. Enamored of computers, he pursued a Computer science Degree. Graduated in 1989, Valedictorian.
> EARLY COMPUTER EXPERIENCE: First Computer: TI-99/4A. Worked with Dad doing data entry, programming, system development, RPG II programming on an IBM System 34.

Bought an A1000 in 1986. By 1987, had learned nine computer languages, but was heavily into C.

Programmed his brain to remember the first 100 digits of pi.

Started his own software company, "Software Ingenuity". Designed and marketed the products "C Toolkit" and "Smart Fields", the latter to manipulate data input fields. Did it all, but especially loved programming development.

In 1988, wrote "SID", for a friend with a BBS. (Timm is famous among OVAUG members for this!)

> PROFESSIONAL CAREER: Recruited heavily out of College. Microsoft among them. Chose P+G to have a career apart from programming, as Timm wished to keep programming a hobby.

In his first year at Procter, he worked with "Metaphor".

Currently a computer system architect with his company. He is the principal designer of Procter's computer "landscape" of software, LAN's, etc. Beginning to explore a mobile computing strategy. According to Theresa (see p. 13), the entire US region of P+G listens to Timm's recommendations.

Timm feels he earns this respect at Procter due to his ability to communicate effectively his technical knowledge.

> PERSONAL: Has fallen in love with Theresa Earl, a co-worker. He enjoys her "look and feel". Don't tell Apple!

(Timm's Valentine is on the facing page!)

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